

Figure 3 is a top view of score manipulation members of the game, with the scoring indicia thereof exposed to view;

Figure 4 is a top view of a score sheet of the game, completed in an exemplary manner after a player's turn; and

Figure 5 is a flow chart illustrating the steps used in the preferred method of playing the game.

## DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

In Figure 1, the preferred embodiment of the word game of the invention, designated generally by reference numeral 20, is shown. Figure 5 illustrates major steps used in playing the game 20. The word game 20 includes a plurality of letter indicator members in the form of eight six-sided dice 22, each having letter indicia 24 marked on the sides thereof. The letter indicia designated generally by numeral 24 is either a selected letter 24a of the alphabet or a blank 24b which indicates that a choice of letter is provided. Each letter indicia 24 is assigned a predetermined point value. In the case of a blank, the point value is 0. The game 20 also includes a plurality of oval-shaped score manipulation members 26 which, at the start of the game, are arranged in a random order in respective recesses 27 of track 28 of a game board 30. The score manipulation members 26 each have scoring indicia designated generally by reference numeral 32 which, at the beginning of the game, are placed face down in a corresponding recess 27. The scoring indicia 32 is shown in Figure 3 and will be described below.

A marked-up version of the above paragraphs showing the amendments which have been made is enclosed.

### IN THE CLAIMS

Please replace claims 1, 8 and 13 with the following amended claims 1, 8 and

13: